In the Claims

1.   (Original)   A virtual reality assembly comprising:

a display element projecting a virtual environment;

a plurality of way-point elements, each of said plurality of way-point elements defined by a way-point position within said virtual environment;

wherein a user can automatically move to one of said way-point positions by selecting a corresponding one of said plurality of way-point elements.

2.   (Original)   A virtual reality assembly as described in claim 1, wherein each of said plurality of way-point elements is defined by a way-point orientation; and

wherein said user automatically moves to one of said way-point orientations by selecting a corresponding one of said way-point elements.

3.   (Original)   A virtual reality assembly as described in claim 1 wherein said plurality of way-point elements comprise way-point icons projected within said virtual environment.

4.   (Original)   A virtual reality assembly as described in claim 1, wherein one of said plurality of way-point elements is selected utilizing a cursor.

5.   (Currently Amended)   A virtual reality assembly as described in claim 1, wherein one of said plurality of way-point elements is selected by ~~automatically~~ identifying the closest of said plurality of way-point elements to a cursor when said user performs said selection.

6.   (Original)   A virtual reality assembly as described in claim 1, wherein said plurality of way-point elements are sequenced such that said user moves through each of said plurality of way-point elements in a predetermined sequence.

7.   (Original)   A virtual reality assembly as described in claim 1, wherein said display element further comprises a navigation band including navigational controls.

8.   (Original)   A virtual reality assembly as described in claim 7, wherein said navigational controls comprise orientational controls and directional controls.

9.   (Original)   A virtual reality assembly as described in claim 1, wherein said virtual environment comprises an industrial training environment.

10.   (Original)   A virtual reality assembly comprising:

a display element projecting a virtual environment;

a plurality of way-point elements, each of said plurality of way-point elements defined by a way-point position within said virtual environment;

wherein a user navigates through said virtual environment through travel between said plurality of way-point elements, said user automatically moving to one of said way-point positions by selecting a corresponding one of said plurality of way-point elements.

11.   (Origingal)   A virtual reality assembly as described in claim 10, wherein each of said plurality of way-point elements is defined by a way-point orientation;

and wherein said user automatically moves to one of said way-point orientations by selecting a corresponding one of said way-point elements.

12.   (Original)   A virtual reality assembly as described in claim 10, wherein said plurality of way-point elements comprise way-point icons projected within said virtual environment.

13.   (Original)   A virtual reality assembly as described in claim 10, wherein one of said plurality of way-point elements is selected utilizing a cursor.

14.   (Currently Amended)   A virtual reality assembly as described in claim 10, wherein one of said plurality of way-point elements is selected by ~~automatically~~ identifying the closest of said plurality of way-point elements to a cursor <u>when said user performs said selection</u>.

15.   (Original)   A virtual reality assembly as described in claim 10, wherein said plurality of way-point elements are sequenced such that said user moves through each of said plurality of way-point elements in a predetermined sequence.

16.   (Original)   A virtual reality assembly as described in claim 10, wherein said virtual environment comprises an industrial training environment.

17.   (Original)   A method of navigation through a virtual environment comprising:

selecting one of a plurality of way-point elements each defined by a way-point position within the virtual environment; and

transporting a user automatically to said way-point position.

18.   (Original)   A method of navigation through a virtual environment as described in claim 17 further comprising:

transporting said user automatically to a way-point orientation, said way-point element further defined by said way-point orientation.

19.   (Original)   A method of navigation through a virtual environment as described in claim 17 wherein said selecting one of a plurality of way-point elements comprises:

selecting one of a plurality of way-point elements utilizing a cursor.

20.   (Original)   A method of navigation through a virtual environment as described in claim 17 further comprising:

moving said user through each of said plurality of way-point elements in a predetermined sequence.